

NUS-NWAE-USA

War Gods[®]

Instruction Booklet

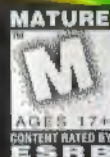


Midway Home Entertainment Inc.
1800 So. Business 45
Corsicana, Texas 75110
www.midway.com

EUROCOM
ENTERTAINMENT SOFTWARE

War Gods[®] ©1996 Midway Games Inc. All rights reserved. War Gods, Midway[®] and all character names are trademarks of Midway Games Inc. Distributed under license by Midway Home Entertainment Inc. N64 version developed by Eurocom.

PRINTED IN JAPAN.



SOLD BY



NINTENDO⁶⁴



WARNINGS

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

**THIS PRODUCT HAS BEEN RATED BY
THE ENTERTAINMENT SOFTWARE RATING BOARD.
FOR INFORMATION ABOUT THE ESRB RATING,
OR TO COMMENT ABOUT THE
APPROPRIATENESS OF THE RATING,
PLEASE CONTACT THE ESRB AT 1.800 771-3772.**

**MIDWAY CUSTOMER SUPPORT
903 874-5092**

10:00am - 6:30pm / Central Time
Monday - Friday



LICENSED BY NINTENDO

NINTENDO, THE OFFICIAL SEAL,
NINTENDO 64 AND THE 3-D "N" LOGO
ARE TRADEMARKS OF NINTENDO OF
AMERICA INC. ©1996 NINTENDO OF
AMERICA INC.

THIS OFFICIAL SEAL IS YOUR
ASSURANCE THAT NINTENDO HAS
APPROVED THE QUALITY OF THIS
PRODUCT. ALWAYS LOOK FOR THIS
SEAL WHEN BUYING GAMES AND
ACCESSORIES TO ENSURE
COMPLETE COMPATIBILITY.
ALL NINTENDO PRODUCTS ARE
LICENSED BY SALE FOR USE
ONLY WITH OTHER AUTHORIZED
PRODUCTS BEARING THE OFFICIAL
NINTENDO SEAL OF QUALITY.

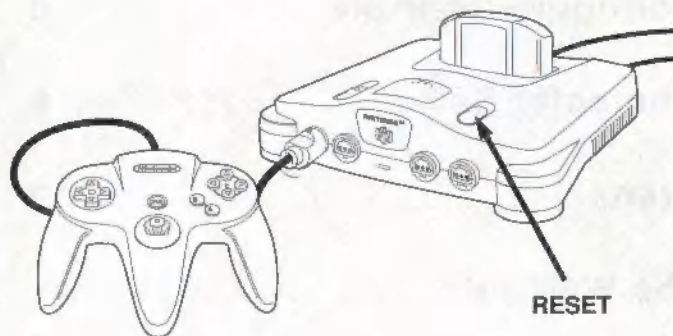
TABLE OF CONTENTS

Getting Started	3
Control Stick Function	4
Default Controls	5
Standard Attacks	6
Game Options	7
Configure Controls	8
Character Select	9
Arena	10
The WarGods	11
Credits	21
Warranty	22

GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

- Turn the power **OFF** on your N64™.
- Insert the Game Pak into the slot on the N64™. Press firmly to lock the Game Pak in place.
- Turn the power switch **ON**. After the appearance of the title and legal screens, you may bypass at any time by pressing **START**.



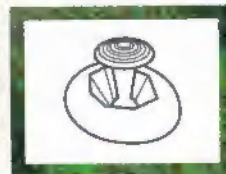
CONTROL STICK FUNCTIONS

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power **ON**, do not move the **Control Stick** from its neutral position on the controller.



If the **Control Stick** is held at an angled position (as shown in the picture on the left) when the power is turned **ON**, this position will be set as neutral. This will cause games using the **Control Stick** to operate incorrectly.

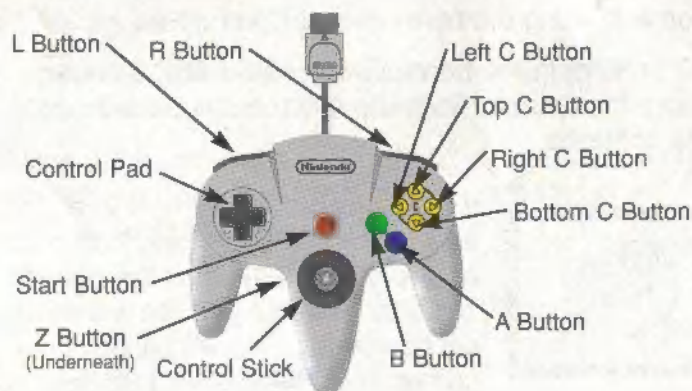


To reset the neutral position once the game has started, let go of the **Control Stick** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R** Buttons.

The **Control Stick** is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

DEFAULT CONTROLS

Before you begin your game, familiarize yourself with the Controller.

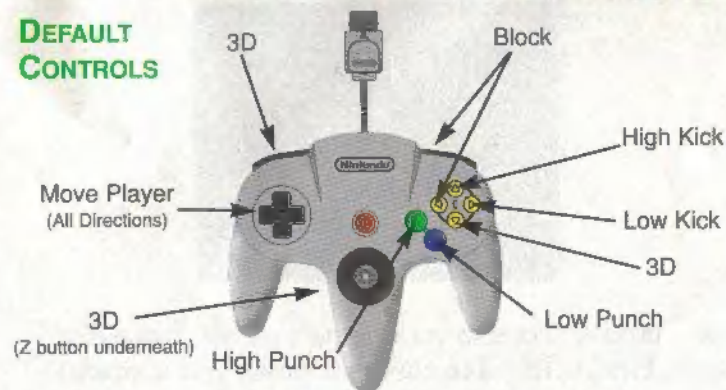


MENU SELECTIONS

- **Control Pad Up, Down, Left or Right** to highlight options
- Press the **A Button** to select options

STANDARD ATTACKS

DEFAULT CONTROLS



Uppercut
 Leg Sweep
 Fierce Kick (Roundhouse)
 Throw
 Shove
 Evasive Get UP
 Get Up Attack
 Run
 Unblockable Pounce Attack
 3D Jump
 3D Walk
 3D Slide

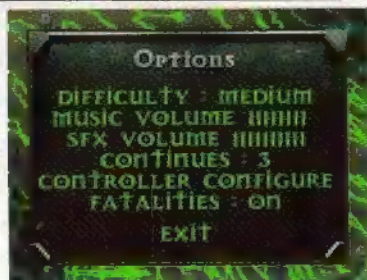
D + HP
 B + LK
 B + HK
 F + LP
 BL, BL
 B + BL (While on the ground)
 F + HP + LP (While getting up)
 F, [F]
 U + HP (While opponent is down)
 [3D + BL], Up or Down
 [3D], Up or Down
 [3D], Up, Up or Down, Down

MOVE INDEX

B = Back
 D = Down
 F = Forward
 U = Up
 DB = Down, Back
 DF = Down, Forward
 UF = Up, Forward
 UB = Up, Back

HP = High Punch
 LP = Low Punch
 BL = Block
 HK = High Kick
 LK = Low Kick
 3D = 3D Button
 [] = Hold Button(s)
 + = and (hit at the same time)

GAME OPTIONS



Make modifications to your game's default options configuration. To make changes, press your **Control Pad Up** or **Down** to highlight the option you want to change, then press the **Control Pad Left** or **Right** to make changes. Here are the options:

DIFFICULTY

Set the game's difficulty to meet your level of expertise. Select settings ranging from **Very Easy** (easiest) to **Very Hard** (most difficult).

CREDITS

The amount of Credits (Continues) you select determines how many times you can fight a rematch following your defeat. Select from **0** to **5** credits.

BGM VOLUME / SFX VOLUME

Mix the game's background music (BGM) and Sound Effects (SFX) volumes to the levels you want. Level amounts are displayed on the adjustment bars.

CONFIGURE CONTROLS



CONFIGURE PAD 1/2

Configure your controller any way you like. Here's how:

Press your **Control Pad Up** or **Down** to select the control you want to modify, then press **Control Pad Left** or **Right** to cycle through the available actions. When the action you want for that button appears, repeat the process to make more changes, or press **START** to accept the changes and return to the Game Options Menu.

FATALITIES

Turn the game's Fatalities **ON** or **OFF**.

EXIT

When you've finished making changes within the Game Options Menu, select **Exit** to accept the changes and return to the Start/Options Screen.

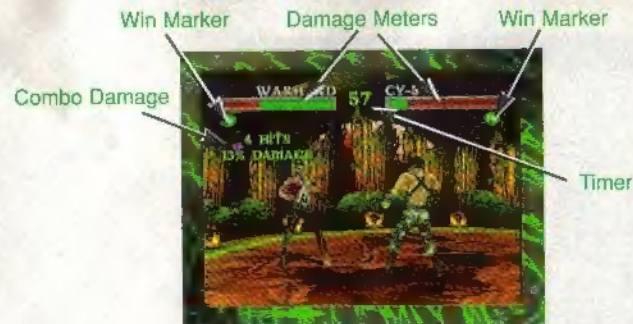
CHARACTER SELECT



Press the **Control Pad Up, Down, Left or Right** to highlight one of the 10 selectable gods in the game. As you highlight characters, they appear to the left or right of the screen, depending on which controller you're using. When you've found the character you want, press the **A Button** to select.

After you've been defeated in the arena, this screen will appear again if you use a **Credit**. Repeat the above procedure to select any god and continue the fight.

THE ARENA



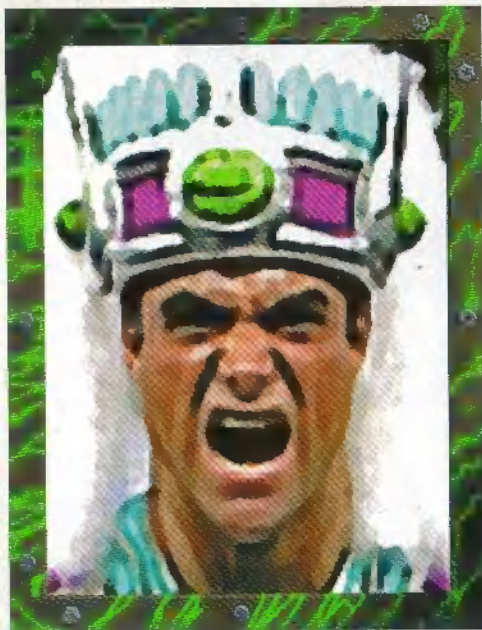
The main game screen displays each combatants name and Damage Meters, and a Timer is located in between. Read the following information to familiarize yourself with each item on-screen:

DAMAGE METERS - As the battle ensues, your green Damage Meter will diminish (turning red) as you take on damage. As your condition turns critical, a voice will prompt "Danger". This is the time to avoid your opponents punches and counter attack, or put away your opponent. When your meter is completely red, you're finished. Tie matches move to Sudden Death.

WIN MARKER - When you fight and win, a marker will appear, representing each win. The first player to achieve two markers wins the bout.

COMBO DAMAGE - God's can inflict heavy damage with multiple punch combos. When you land a nice combo, the damage percentage will briefly appear on-screen. It displays the amount of hits landed and the percentage of damage that was inflicted.

THE WARGODS



Ahau Kin

In a vision, AHAU KIN, an evil high priest, learned that untold power lay at the bottom of his tribe's sacrificial well.

One by one, he sent his slaves to their death, diving to reach the Ore.

Finally, overwhelmed with desire, he plunged to the well's depths and retrieved The Ore. Mad with power, he will conquer anyone who would take it from him.

THE WARGODS



Anubis

While searching for lost treasure in the Valley of the Kings, a grave robber uncovered a hidden burial chamber.

The thief tried to steal its treasures, unaware that The Ore had been placed in the chamber to destroy anyone who entered.

His body was destroyed by The Ore, but his soul is cursed to return as ANUBIS.



Cy-5

The power of The Ore is timeless. In the year 2096, scientists will implant The Ore into CY-5, an advanced cyborg, unaware that the Ore has life-giving power.

CY-5 will kill the scientists. It will conclude that more Ore is needed for greater human consciousness.

CY-5 will fight in a ruthless, systematic manner to achieve its goal.



Kabuki Jo

A feared medieval samurai discovered The Ore on the eve of a great battle.

Overwhelmed by its power, he slaughtered his men in a rage of fire and fury.

Shamed by the destruction he had caused, he became KABUKI JO, an outcast determined to master the power that consumes him.

THE WARGODS



Maximus

MAXIMUS, a mighty gladiator, fought for the entertainment of his masters.

During a great festival that celebrated the Ore, he battled to determine which master would possess it.

He killed his opponent, but slaughtered his masters as well. He took The Ore and escaped.

Consumed by its power, he fights for all who have been enslaved.

THE WARGODS



Pagan

Ancient manuscripts revealed the location of The Ore to PAGAN, a mistress of the black arts.

She arrived at the ruins of a cathedral where the Ore was once worshipped. Pagan summoned forth the hidden Ore by reciting the manuscript's incantations.

The Ore increased her hunger for power and destruction. She will destroy anyone who stands in her way.

THE WARGODS



Tak

Thousands of years ago, a kingdom worshipped The Ore as a god.

A rival kingdom declared war to capture The Ore. In the face of defeat, the king hid The Ore in a stone idol.

The idol came to life as TAK, avenger of a lost civilization.

THE WARGODS



Voodoo

In a Caribbean village, a witch doctor enslaved his people with black magic and arcane spells.

One night in desperation, the villagers captured the witch doctor and burnt him to death. They threw his body into a forbidden swamp, unaware that it hid a deposit of The Ore.

The ore's energy brought his corpse back to life as VOODOO, god of the undead.

THE WARGODS



Vallah

VALLAH, a warrior princess, became separated from battle during a great ice storm.

Taking shelter in a nearby cave, she saw a glowing green light trapped inside a translucent wall of ice. Hacking away at the ice, her sword finally made contact with The Ore.

Vallah was transformed into a Viking goddess, and rules the realm of ice.

THE WARGODS



Warhead

Government officials were worried that an experiment to merge nuclear weapons with The Ore was in jeopardy. They sent their top operative to investigate.

When he arrived at the research center, the building exploded, covering his body with fragments of The Ore.

The soldier was transformed into WARHEAD, a super-human fighter.

CREDITS

MIDWAY GAMES TEAM

Programming

Project and Lead Design: Joe Linhoff

Co-Lead Game Play: George Petro

Systems/DCS2: Matt Booty & Ed Keenan

Art/Animation

Art Direction/Character Design/Models: Jim Gentile

Lead Animator/Character Design: Jim Rohn

Background Designs/Models/Effects: Dave Zabloudil

Character Animation: Tom Brierton **Additional Art:** Eric Kinkad

Sounds

Music/Speech/Sound Effects: Vince Pontarelli

Voice of Exor: Jeff Morrow

Additional Art

David Simon, John Carlton, Nik Ehrlich & Jack Haeger

MIDWAY HOME ENTERTAINMENT TEAM

Producer: Michael Rubinelli

Assistant Producer: Curtis Cherrington

Print Design & Production: Debbie Austin, Shawn Murphy,
Jon Mongelluzzo, Erin Shems, Robert Shepherd & Dave Young

Lead Tester: Toan Ngo

Testers: Erwin Gasmin, John Stookey,

Amin Harari & Florence Mandilag

Special Thanks: Michael Gottlieb, Brian Loke, George Petro, Joe
Linhoff, Jim Gentile, Paul Dussault & Justin Heber

EUROCOM ENTERTAINMENT

Production: Hugh Binns & Tim Rogers

Lead Programming: Robert Watkins & Paul Bates

Programming: Kevin Stainwright, Tim Swann,

Ashley Finney & Tim Rogers

Music & Sound Effects: Steve Duckworth & Neil Baldwin

Graphics: Nigel Bentley, Matt Else & Mat Sneap

Quality Assurance: Kevin Harvey, Andrew Collins,
Kevin Holt & Aaron Jenkins

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE MIDWAY HOME ENTERTAINMENT INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS MIDWAY HOME ENTERTAINMENT INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

MIDWAY CUSTOMER SUPPORT 903 874-5092

10:00am - 6:30pm - Central Time
Monday - Friday

MIDWAY HOME ENTERTAINMENT INC.
1800 SOUTH HIGHWAY 45
CORSICANA, TX 75110